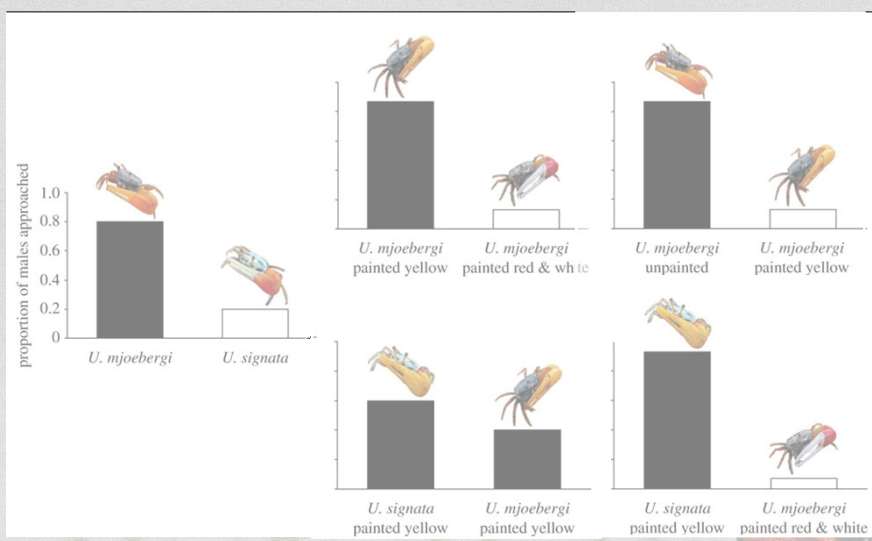


Information: Species recognition in fiddler crabs

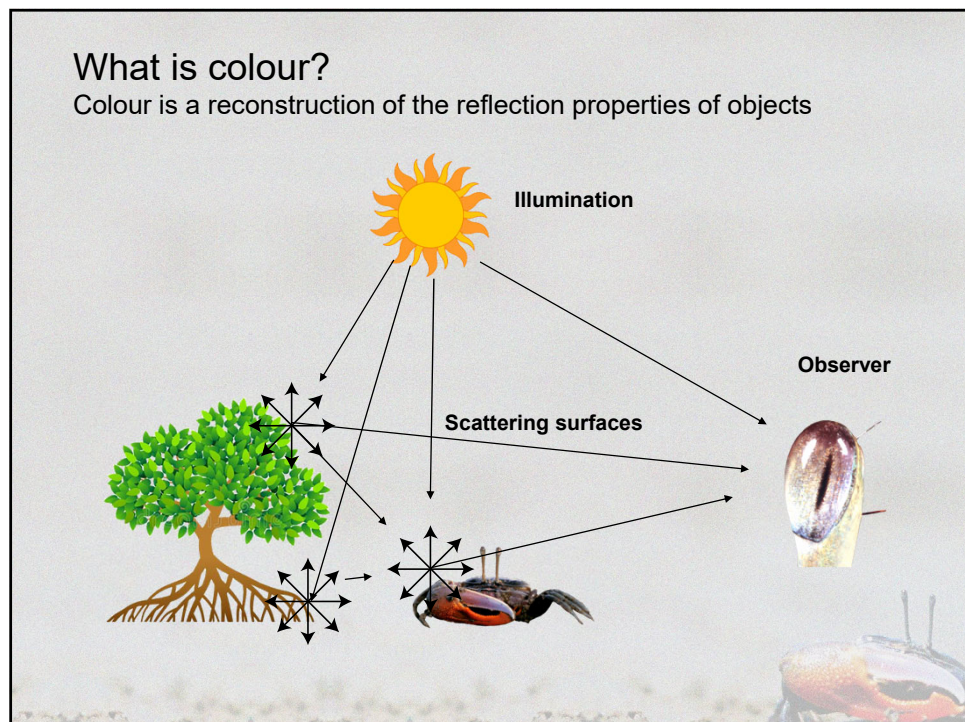
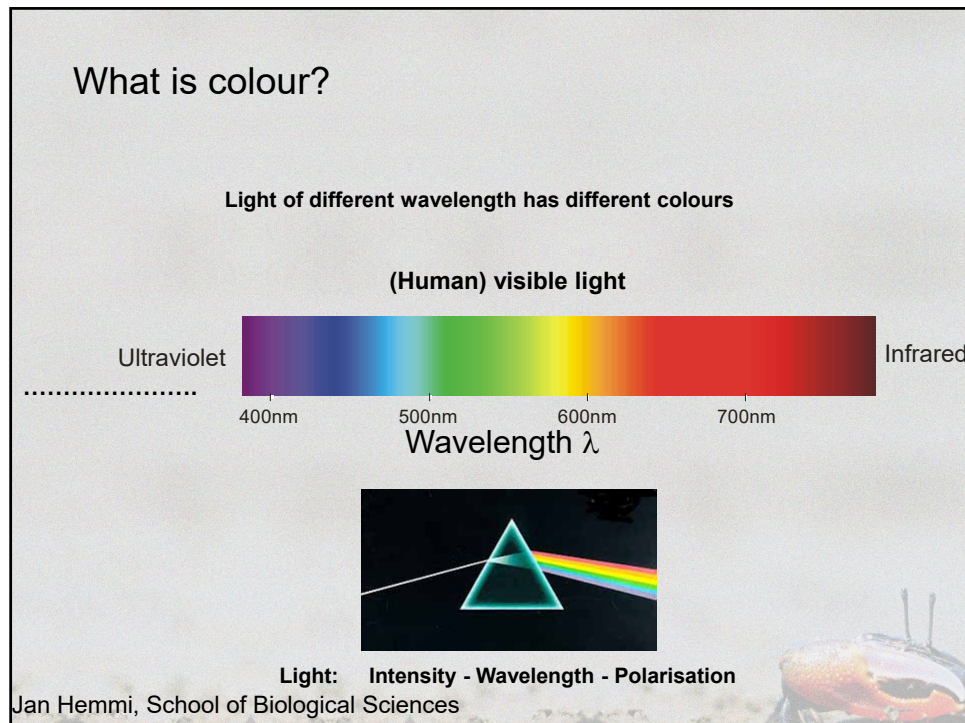


Species recognition in fiddler crabs

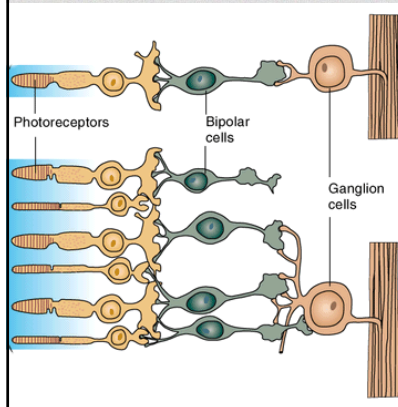
behavioural discrimination experiments



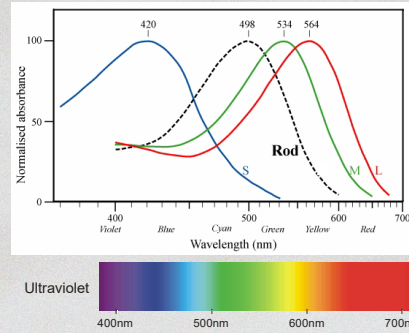
Detto et al 2006 Proc. R. Soc. B



Sampling the light

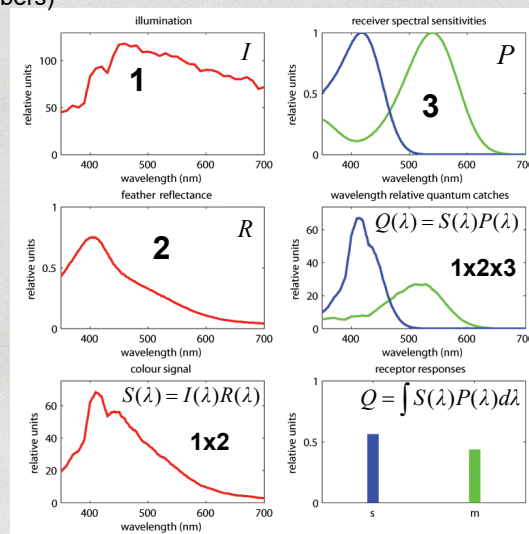


Spectral sensitivity curves of human photoreceptors



The information animals have to work with:

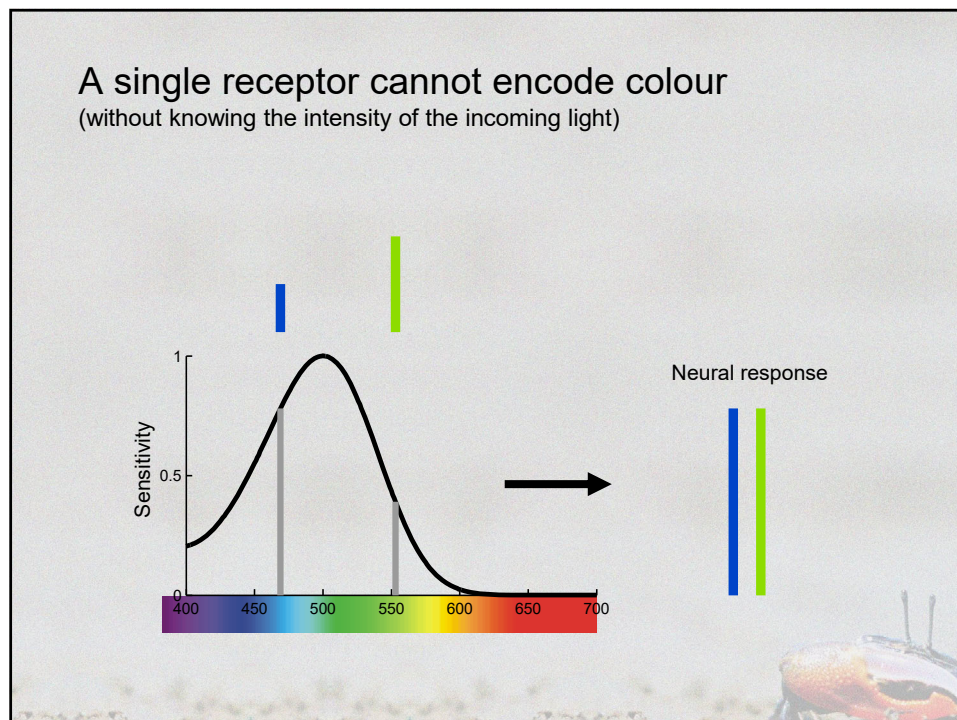
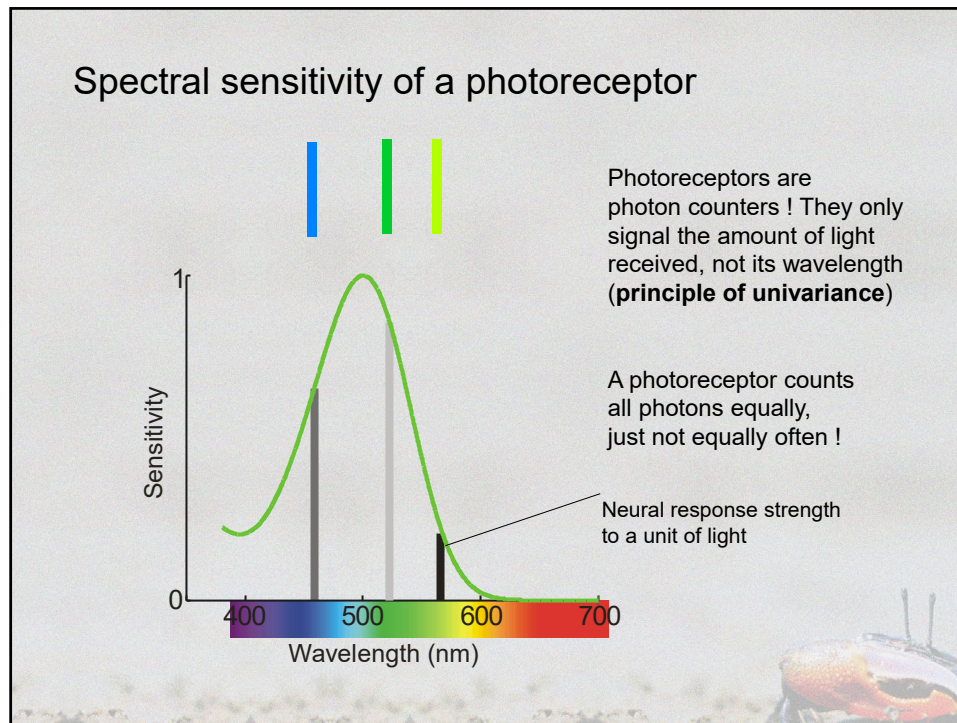
Calculating receptor quantum catches (lots of information gets reduced to single numbers)

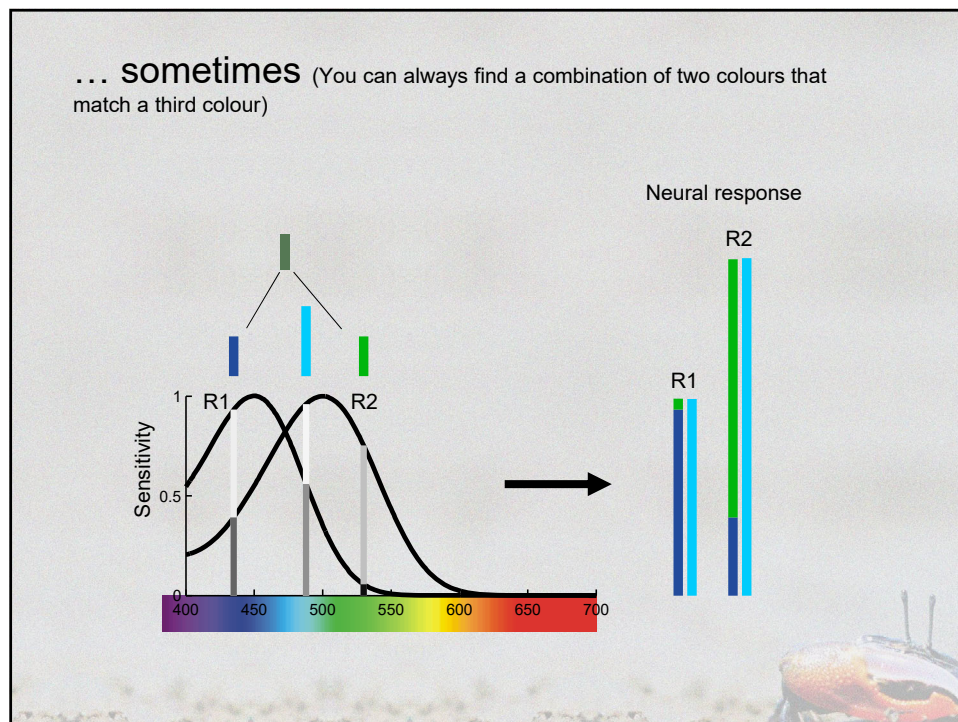
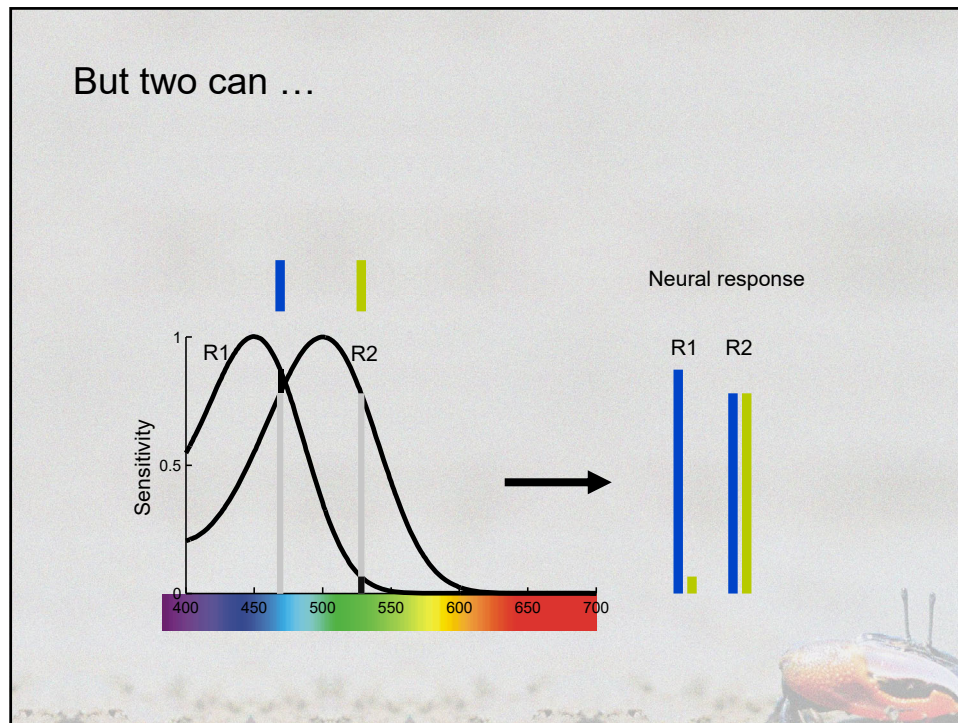


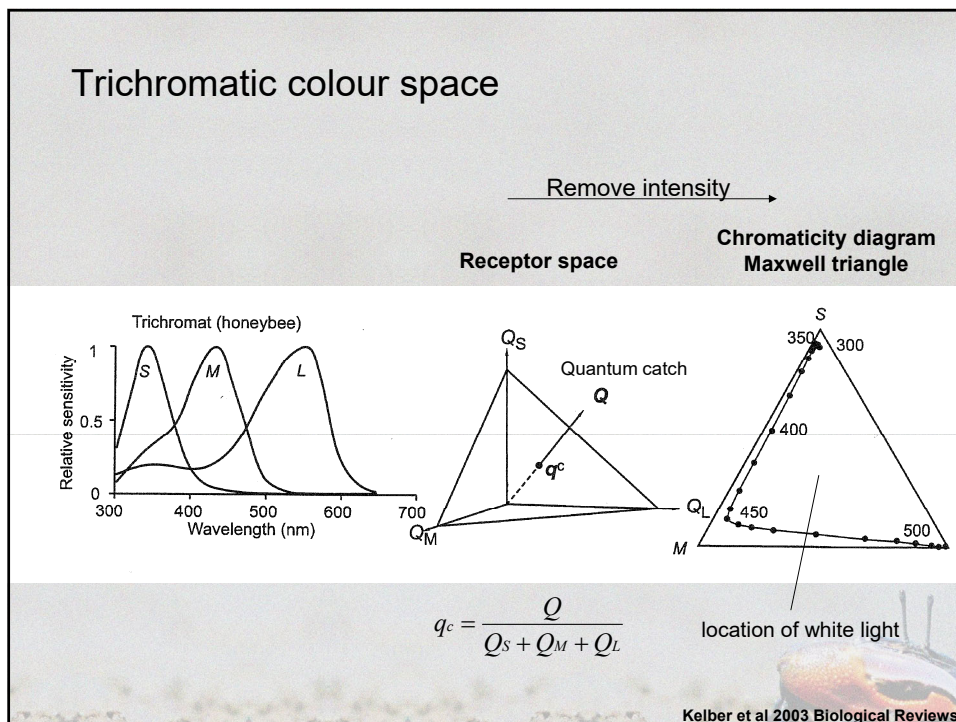
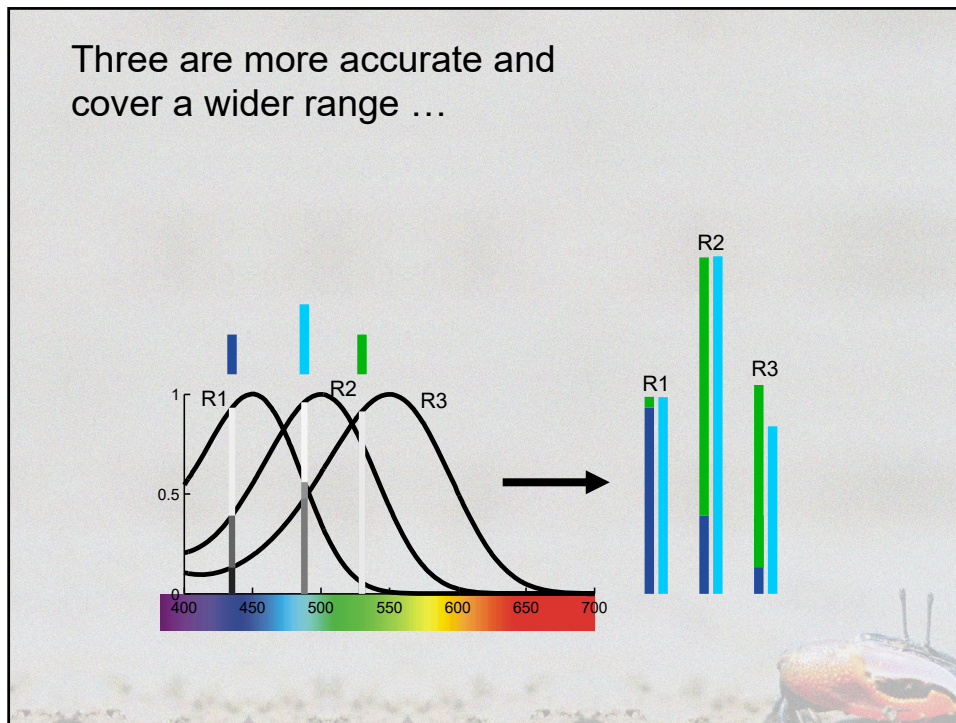
tammar wallaby

- 1: Illumination**
- 2: Object**
- 3: Observer**

Q: Photoreceptor quantum catches

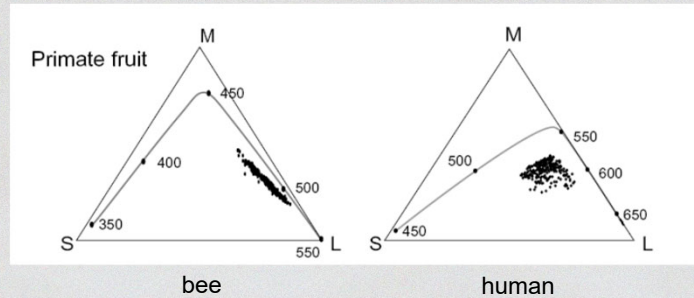






The similarity of colours: primate fruit in primate and bee eyes

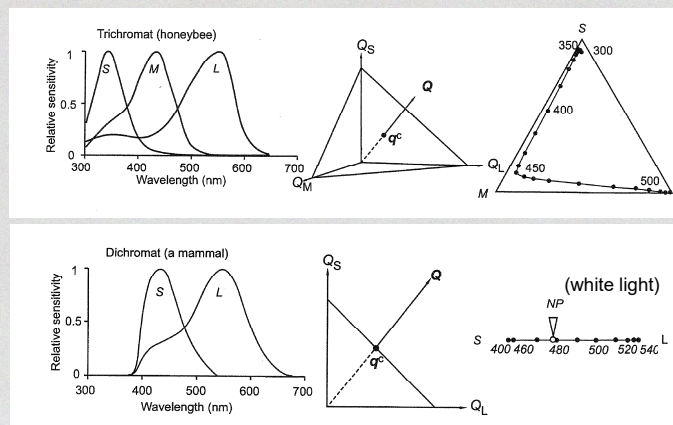
Chromaticity diagrams: The vertices correspond to pure excitation of each of the three cone types



Osorio & Vorobyev 2008 Vision Res

Dichromatic colour space

Receptor space Chromaticity diagram



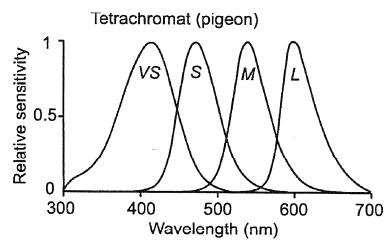
2-dimensional
colour space
(hue and
saturation)

1-dimensional
colour space

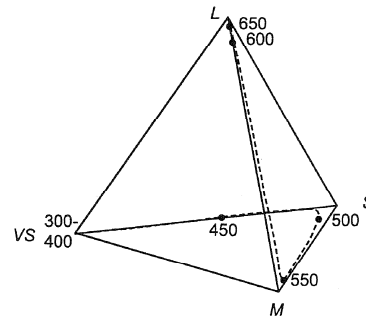
$$q_c = \frac{Q}{Q_S + Q_L}$$

Kelber et al 2003 Biological Reviews

Tetrachromatic colour space



Chromaticity diagram



Kelber et al 2003 Biological Reviews

The main concepts

- Colours are subjective! Their perception depends on the neural apparatus which is used to see them
- Photoreceptors are photon counters. They don't see colour. You have to compare the output from at least two types to see colour (colour opponent mechanisms).
- The dimensionality of an animal's chromaticity space has one less dimension than the number of its cone photoreceptors (e.g. one-dimensional for a dichromat). Its dimensionality determines how many primary colours (such as RGB computer colours) are needed to match any colour the animal can perceive)